

SEGA™

Interplay™

ClayFighter™

GENESIS™



INSTRUCTION MANUAL



1037

BY SEGA ENTERPRISES, LTD. FOR
THE SEGA™ GENESIS™ SYSTEM

EmuMovies

Table of Contents

<i>Introduction</i>	2
<i>Beginning the game</i>	3
<i>Controlling your Clay Fighter</i>	4
Punches and kicks.....	5
Close attacks.....	6
Throws.....	6
Holds.....	6
Special moves.....	7
Super K.O.s.....	7
<i>Your time in the Big Top</i>	8
<i>Versus mode</i>	10
<i>Changing options</i>	12
Turbo Mode.....	12
Difficulty.....	12
Time limit.....	12
Configure.....	12
<i>So, you wanna be a Clay Fighter?</i>	13
(Hints at playing the game)	
<i>The Clay Fighter Gallery</i>	14
(Character profiles and special moves)	

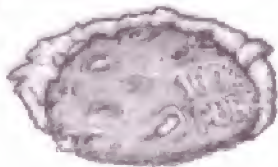
Introduction

An abandoned amusement park sits peacefully in the noonday sun. Playland was once the most popular vacation spot in all of Mudville; these days it is only home to dust and cobwebs.

Then, however, it also is a stage. From a billion miles away comes a mysterious purple clay meteor. It approaches seemingly with purpose—rocketing towards the center of the park. With deafening impact, the meteor explodes, spreading clay devastation throughout the park. Playland has become Clayland.

Hours later, as the smoke begins to clear and the years of rust settle, something stirs.

From the twisted ruins of Playland a mighty warrior emerges and then another and another. Each the product of the strange meteor and circus rubble, each with only one thing left in their soft clay bodies—uh... duh... uh... yeah... become King of the Circus.



The road to become King of the Circus will not be an easy one. The Clay Fighter who wants this title will have to be stronger, smarter and riskier than all the others. Who will it be? Blue Socke Gum with his hair blade, Tidybud Clay and his Euro Ball, Helga, Bonko... Tiny, Blob, or Tuffy? Each Clay Fighter was given special powers and abilities by the meteor, some abilities even they don't know about. You'll need to explore these unknown abilities if you wish to claim the title King of the Circus.



Beginning the Game

First insert the CLAY FIGHTER™ cartridge into your Sega™ Genesis™ system. Now move the Power Switch to the ON position. The Title Screen of CLAY FIGHTER will appear. Now press the START button on your controller to bring up the game choice screen.



QUICKSTART

To get into the clay action the fastest you can just press Start on Game Start option, pick your character, then fight your way to the top. This assumes the default settings of



speed 1 and Medium difficulty is okay with you. Otherwise you would have to go into the options menu, and change the settings, before going into the Game Start.

HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Do not bend it, crush it, or submerge it in liquids.

Clay Fighters hate water.

Do not leave it in direct sunlight near a radiator or near another source of heat. Bad Mr. Frost likes it cold.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Controlling your Clay Fighter™

DESCRIPTION OF MOVEMENTS

Towards: This will allow your clay fighter to walk forward on a platform or attack, which requires forward motion.

Forward: Your clay fighter will jump forward towards the opponent and possibly meet him. When a kick or punch becomes available while your clay fighter is in the air.



FOR CHARACTER FACING RIGHT



FOR CHARACTER FACING LEFT

Jump: The clay fighter will jump straight up into the air. Some clay fighters are able to jump higher than others.

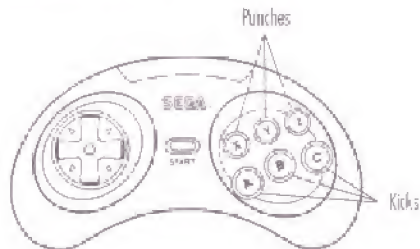
Backward Leap: Your clay fighter will jump into the air away from his opponent.

Back Defense: This will allow your clay fighter to defend against attacks coming in from above, or from chest height.

Crouch Defense: Your clay fighter will defend against low attacks and most chest high attacks.

Swivel: Your character will move closer to the ground allowing low attacks.

PUNCHES AND KICKS (6 BUTTON CONTROLLERS)



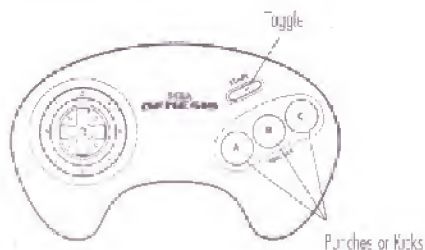
These three basic punches are available to all characters:

- Z - Quick Punch:** This winged attack does not do much damage, but you can get a lot of them in before another clay fighter can land a more powerful punch.
- Y - Medium Punch:** This plain wrap punch is one that any John Dough could throw. It has an average speed and an average strength.
- X - Brutal Punch:** This no holds barred punch will brutalize your opponent, but only if you can land it in time.

These three basic kicks are known by each clay fighter:

- A - Quick Kick:** Sometimes you will need this pony kick to get another clay fighter off your back. It will usually land before a stronger attack can get to you.
- B - Medium Kick:** Another attack which lends much of its character to John Dough. It is not the strongest kick, nor the weakest, but it will get to your opponent in an average amount of time.
- C - Brutal Kick:** When you really want to send your opponent through the guard posts, try this kick. It should send him half way to Saturn.

PUNCHES AND KICKS (3 BUTTON CONTROLLERS)



If you have a three button controller, the buttons are configured as either 3 kicks or 3 punches at any one time. Use the Start button to toggle between Kicks and Punches.

The default is 3 kicks

- A — is the Quick Kick
- B — is the Medium Kick
- C — is the Brutal Kick

Pressing the Start button will give you:

- A — is the Quick Punch
- B — is the Medium Punch
- C — is the Brutal Punch

CLOSE ATTACKS

These attacks can be performed when your clay fighter is next to his or her opponent. Your clay fighter's normal punches and kicks may also be different when he or she moves into close combat.

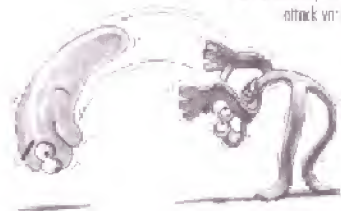


THROWS

Most clay fighters have the capability to grab an opponent and throw them across the circus. Even though a clay fighter can survive a fall like Tin, he or she must use some of their energy to pull themselves back together. If you want to throw another clay fighter, you will need to get close to them and then grab them. You can do this by pressing forward towards the other clay fighter and then one of the buttons



on the control pad. The type and nature of the attack varies with each clay fighter, so you will have to experiment a bit to find some of these attacks.



HOLDS

This form of grappling is one of Tiny's favorites. When your clay fighter gets close to their opponent you can have them attempt a grab and hold. When your clay fighter gets hold of another clay fighter, they will try to squeeze the clay out of them. To try this attack, press forward on the control pad and then press the appropriate button on the controller. Each character has their own particular method. Remember that you will have to experiment to find some of the characters' special throws and holds.

SPECIAL MOVES

In addition to all the basic attacks and throws, each character has learned a variety of special moves. These moves are different for each character. They will give your clay fighter a much needed edge when your opponent's clay is down. You can also surprise another clay fighter with a move that they might not be expecting. These moves can be relatively difficult to learn and may take you a while to master. The timing required for the button and control pad movements.



For example, in *ClayFighter*, the special move of Blue M. Frost is Aerial Snowball. To do this, charge down the joystick, then press up with a kick.

Learning a new special move is important because it might take you a while to perform the one other attacks.

SUPER KOs

Knockout punches are also a very real part of life in the clay fighter arena. If you are able to hit your opponent with a number of successive hits while not getting hit yourself, then the Super KO will flash on the screen. As soon as the KO appears, you can knock the clay out of your opponents with a Super KO Attack. To do this, attack the opposing clay fighter by using any special move that is not a projectile. Watch out though! If your opponent is not stunned when the KO flashes, you will lose your ability to administer this attack if he hits you.

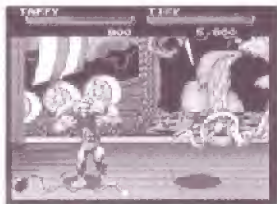
Your time in the Big Top

To begin a single player game, choose Start Game from the Game Choose screen by moving the control pad up or down, and pressing the START button. Then move the control pad right or left to choose a clay fighter. The clay fighter surrounded by the red box is the one which you are considering. Below the portrait of your clay fighter is a small description. You might pick a certain clay fighter because of their likes and dislikes, or simply because of their motto. For instance you may like the fact that Blue Suede Geo is a musician, but love Tiny's simple motto - Destroy. After picking the clay fighter you wish to use, press the START button. Your clay fighter will walk into the Big Top ready for battle.



Once a battle begins, you will need to use all of your skill to defeat your opponent. Each time you hit the other clay fighter with any of your punches, kicks, holds, throws, or special moves, their life energy will decrease. This goes both ways, and you will lose a portion of your energy every time you are hit as well. When one of the clay fighter's energy has dropped to zero, the round is over. The winner is determined by the clay fighter who is still standing. The other clay fighter may have used more style in the fight, but he or she is still the one lying on the ground in a pool of their own clay.





To retain an opponent to his or her humble beginnings, you must win two out of three rounds. If you are able to do this, you will then move on to the next clay fighter. If you cannot, then you will have to battle this particular clay fighter again. A real clay fighter accepts this and will fight against near-mountainous odds until he or she is able to persevere. Don't give up! If a certain opponent keeps on beating you, your timing and expertise will increase with practice. You will eventually give your opponent a taste of their own pill.

Your clay fighter and his opponent do not have all the time in the world to determine who is king of the Big Top. Each round is timed by the bomb and its fuse at the bottom of the screen. When the fuse runs out the round is over. The clay fighter with the most energy remaining will be chosen as the victor of that round.



While one person is playing against the computer, another player can join by pressing the START button at any time during the game. When one player beats

another, the game will resume. If the second player wishes to fight again, then they can simply press START and join the fight.



Versus Mode

Versus Mode offers two players the chance to fight each other without the game returning to the Tournament mode. Choosing this option from the Title menu brings up a different player choice menu. The menu also shows the Win, Loss, Draw, and Special Knock Out statistics for each player. Once each player has chosen the clay fighter they want to use, press the START button and the Handicap and Stage Select screen will come up. Changing the handicaps for a player will make the battle more even. If one player is more experienced at Clay Fighter than the other, give them a lower handicap. A handicap value of one will not give a clay fighter any advantage in a battle. As the handicap value increases, a clay fighter will inflict higher and higher amounts of damage. The stage background you wish to fight in (out of four) also be chosen from this screen.

After you are satisfied with the stage and handicap, press the START button. The first clay fighter to win 2 rounds will be declared the winner. You and your opponent can then pick two more clay fighters to fight with.



Changing Options

The option screen allows you to change a number of things about the game. This gives you greater freedom to play Clay Fighter™ the way you want to play it. To get to the Options screen, move the cursor to options and press START. Then move the control pad up and down to pick the aspect of the game you want to change.

Turbo Mode

If you wish to speed up play in Clay Fighter, you can use this option to turbo-charge the game. A value of one lets you play the game at normal speed. To annihilate your clay fighter in the fray, choose an increasingly higher value up to a maximum of twelve. The game will default to a setting of one.

Difficulty

This allows you to make the one player game more difficult. The easy level might challenge you at first, but as you get better at timing your moves and defending against attacks you will need to change this for a greater challenge. Only the greatest clay fighters are able to win on a hard difficulty setting.

Time Limit

You can either have a sound test until the fuse runs out, or make the time limit infinite. When the time limit is infinite, the sound will test out only if the clay fighters is defeated.

Configure

This option allows a player to change the button arrangement on the controller. Move down to the button you would like to reassign and then press the button which you would like it to become. The button will now be switched.

So You Wanna Be a Clay Fighter, huh?

HINTS AT PLAYING THE GAME

1) When I take falls remember to block. If you are not sure how to get away this is the best way to make sure that you can come back with an attack later.

2) If your clay fighter is dizzy, press right and left on the control pad repeatedly to revive him.

3) Experiment with different control pad and button combinations, you never know when you might find a new move!

4) You can often block special moves even though you may take a small amount of damage.

5) Blocking may not always protect you from certain attacks.

6) Watch your opponent. Attack them with a quick move if they are winding up for a brutal attack.

7) You can often use long range attacks to keep your opponent out of close-combat range where they could damage you the most.



The Clay Fighter Gallery

BAD MR. FROSTY

Likes: Snow

Hates: Fire

Wants: Winter

Job: Snowglow

Motto: Chill out!

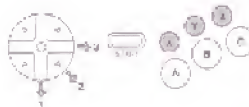


Once a mild mannered snowman, this devious spawn of winter lives for the icy cold of the far north. The good manners of snowmen no longer mean anything to Bad Mr. Frosty. He believes in the cold of winter and little else.

He lives to see an eternal winter, where the snow never melts, and enjoys sharing his keen weather sense with all those around him.

SPECIAL MOVES

Frozen Fist: Frosty enjoys sharing his cold heart with the rest of the world. The following control pad movements along with any of the punches will make him throw his frozen fist at your opponent. Snow is only frozen water so it takes no time at all for Mr. Frosty to grow another hand. To throw Frosty's hand, you must follow the steps in the diagram in order: 1) Press Downwards into the crouch position, 2) Press down-towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed at which Frosty's fist will travel.



Snow Ball: Summoning a gust of Arctic wind and rolling himself into a ball, Frosty can snowball towards another clay fighter. To make him do this, 1) press down in the defense position, hold it in the away position for 2 seconds, and then 2) press forward. As soon as you press forward, press a punch button as well. The type of punch thrown will affect the speed of the snowball.



TUFFY

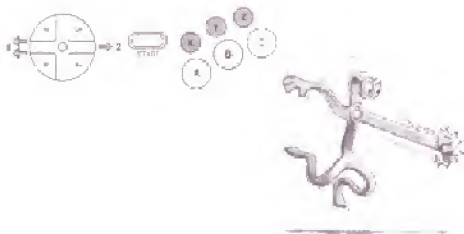
Winn: Candy
Hates: Dentists
Wants: Candy
Job: Condyman
Motto: Snelch

This malleable enemy fighter really goes for the ritz. Once a simple glob of salt water tuff, he has been transformed into a mean scientist ball of solid sugar. Emerging from the sugary goo which spawned him, Tuffy took an oath, "The Virus will be mine, and every day fighter will require new fillings when I get there."

Tuffy's stretchable body allows him to make long range attacks. These moves can surprise opponents who believe they are out of his reach.

SPECIAL MOVES

Tuffy Whack: This long range attack really sets Tuffy's opponents spinning. Using a secret skill known as *Plastimentum*, Tuffy can create a very powerful punch. Once he is focusing his tuff, he is very vulnerable so watch out! This punch is performed by 1) tapping away twice, and then 2) pressing towards also press one of the punch buttons.



This attack can also be done with a kick button. Tuffy will then whack an opponent with a kick rather than a punch, the control pad is still moved in the same manner, except a kick button is substituted for one of the punch buttons.



Tuffy Tornado: Tuffy winds himself tightly like a rubber band that allows him to whip around while moving towards his opponent. Tuffy has taught himself this spinning attack to clear opponents out of his way. To perform this attack follow the diagram in order: 1) Press away in the defense position, 2) Press Down and Away, 3) Press Downwards in the crouch position, 4) Press Down and Towards and finally 5) Press forward. Once hitting the forward position press one of the punch buttons. The punch button you use will affect the speed and distance of the tornado.



TINY

Class: Clown
Abilities: Wimpies
Wants: Fight
Job: Flexing
Motto: Destroy

The bulkiest of the clay fighters, Tiny works out whenever he isn't pounding the clay out of the other players. A member of the WLUWA (World Clay Wrestling Association), he truly loves to wrestle and fight. He is not very bright, so he relies on his "massive strength" to win. He is proud of his physique and will smash anyone who laughs at him.

SPECIAL MOVES

Medicine Ball: Tiny is able to roll himself into a ball and launch himself at any opponent. When the ball hits another clay fighter, it will inflict a great deal of damage. Be careful, Tiny is vulnerable while rolled into a ball and can be hurt. The Medicine Ball is performed by 1) Pressing away in the defense position and holding away for 2 seconds, and then 2) Pressing forward. Press one of the punch buttons as the control pad is moved into the forward position. The type of punch used will affect the speed of the Medicine Ball.



Sucker Punch: Tiny's extensive weight lifting program has developed his biceps, triceps, and quadriceps to such a degree that he is able to launch a punch at an opponent from clear across the battle field. An opponent who is out of reach can be brought back into the fight with this attack. To administer the Sucker Punch, you must follow the steps in the diagram in order: 1) Press Downwards into the crouch position, 2) Press down towards, and finally 3) Press forwards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed of the Sucker Punch.



Blob

Likes: Clay

Hates: Hair

Wants: Clay

Job: Clay-maker

Move: Bounce!

Once the meteor was done mutating the clay-fighters into their present forms, there were bucketfuls of radioactive clay left over. Not wanting to be thrown away like common garbage, the clay reformed itself into one elastic mass. The ball of clay developed intelligence quite quickly and named itself Blob. Studying gojitsu, Blob has become a force to be reckoned with among the clay-fighters.

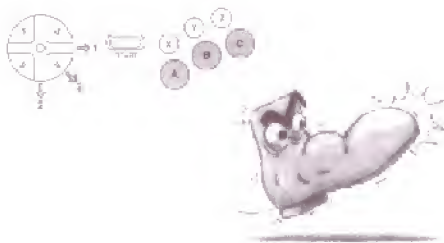


SPECIAL ATTACKS

Clay Stomp: Blob will jump high into the air, forming himself into the shape of a shoe as it goes. When he comes down stomping, landing on the heads of opponents, it flattens them into the ground like pancakes. 1) Press downwards into the crouch position and press the brand kick button to perform this attack.



Flying Roundhouse: Using all of his skill in gojitsu, Blob has created his own personal move, very difficult to learn and use, no other clay-fighter is even willing to study this awesome attack. The attack begins with Blob flying over his opponent. As soon as it lands, Blob launches a massive roundhouse kick towards the unsuspecting clay-fighter. You can have Blob attack in this manner by 1) Pressing forward, 2) Pressing downwards into the crouch position, and then 3) Pressing down and towards. As you finish the movement press any of the kick buttons.



BLUE SUEDE GOO

Likes: Music

Hates: Helga

Wants: Guitar

Job: Musician

Mantra: Oh Baby!

The rock-artistic rhy-mester has given this middle-aged circus hook cellulosis of grandeur. Once a respected member of the circus, his great arrogance has turned the rest of the world against him. Believing that he is the king of rock and roll, he croons to the masses from his porcelain throne; sickenng mercy and scaring the rest.

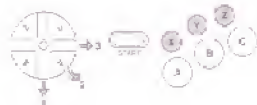
Taking time off from his busy movie career, he has joined in the fight to control the circus. When not doing battle he focuses much of his time on his hair. To him there is nothing cooler than his groovy doo.

SPECIAL MOVES

Hair Blast: Blue Suede Goo, or just Goo for short, has spent so much time grooming his hair that it has all-most taken on a life of its own. If Goo concentrates he is able to make his hair stretch forward and attack his opponent. 1) Pressing downwards into the crouch, then 2) Pressing down and away into a defensive crouch, and ending by 3) Pressing away in the Defensive position as you press a punch button will tell Goo's hair to perform its attack.



Humming Attack: To launch this attack: 1) Press downwards into the crouch position, then 2) Press down-wards, and finally 3) Press towards as you press a punch button. Goo will turn a bar from one of his more notable hits. The music is so horrible that the music note flying through the air will damage an opponent if they are hit by it. To start Goo humming, you must follow the steps on the diagram.



ICKYBOD CLAY

Likes: Night

Hates: Day

Wants: Night

Job: Fright

Motto: Run!!!

Every circus has its share of ghouls, snakes, the lion handler who didn't train his cats enough, or the clown who never came out of the little cat. The coming of the clay meteor brought one of these horrors back from the ethereal plane and gave him substance. This one, a ghoul, Ickybod Clay, has come to rule the circus for those who are "half way between you would and the next."

While existing in our world, Ickybod Clay is able to tap the ethereal plane for power.

SPECIAL MOVES

Ecto Ball Drawing on the power of the ethereal plane, Ickybod is able to form a ball of pure ectoplasmic energy. Upon hitting another clay fighter, this energy exposes them to the ethereal plane causing them a reasonable amount of damage in the process. To tap into this energy, you will need to follow the steps in the diagram in order: 1) Press



Downwards into the crouch position. 2) Press down-towards, and finally 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed at which the Ecto Ball will travel.

Ecto Punch This powerful punch also uses a great deal of ectoplasmic energy. Ickybod's entire arm is bathed in a sheet of pure energy. When this punch lands, a massive amount of damage is done to Ickybod's opponent. To perform this attack: 1) Press towards, and then 2) Press downwards into the crouch, and then 3) Press down-towards. 4) you move Ickybod into the towards and crouch position, press any of the punch buttons. The stronger the punch thrown, the higher Ickybod will punch.



HELGA

Likes: Food

Hates: Salad

Wants: Cookies

Job: Singer

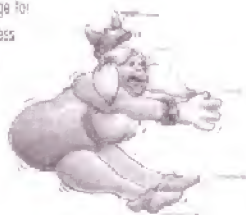
Motto: Eat!!!!

From the far north, this Viking woman has stolen the title of Valkyrie from her people. She is looking for another arena in which to battle, this time believing it to be her destiny to take control of the arena. With her flying heritage, she can steal power from the gods. Thor and Odin have granted her abilities no other clay fighter could even hope of mastering. Many of these abilities are to offset her one vice: eating. She lives to eat, and often has a hard time breaking away from a clay salad sandwich to enter the Big Top.



Valkyrie's Ride: Thor has granted Helga with this attack so that she may take advantage of her substantial girth. All of those hours of the dinner table have helped Helga in landing a devastating blow with this attack. Much like the Viking Ram, she jumps into the air and soars towards her opponent, damaging them with her great momentum. Eating seven meals a day has allowed her to develop enough padding to escape these collisions unscathed. To begin Helga's flight:

- 1) Press away in the defense position, charge for 2 seconds.
 - 2) Press Down and Away.
 - 3) Press Downwards in the crouch position.
 - 4) Press Down and towards, and finally S; press towards.
- Once hitting the forward position press one of the punch buttons. The stronger the punch, the faster she will fly.

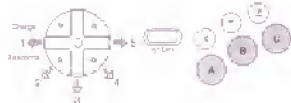


SPECIAL MOVES

Viking Ram Since it is sometimes difficult for Helga to get off the ground due to her immense size, Odin has granted Helga with this flying attack. She is able to jump into the air and spiral straight towards her opponent. To start Helga flying, you must follow the steps in the diagram in order.



- 1) Press Downwards into the crouch position.
 - 2) Press down-towards, and finally 3) Press towards.
- As you press towards, press one of the punch buttons. The punch that you use will affect the speed Helga flies through the air.



BONKER

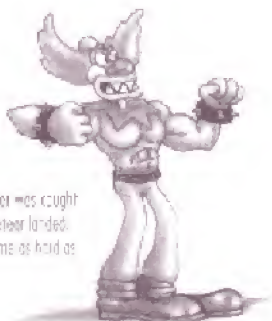
Uses: Hiss
Assets: Flying
Weaks: Buzzsaw
Job: Clowning
Motto: Play

A previous employee of the circus, Bonker was caught sleeping under the Big Top when the meteor landed. Once a friendly clown, Bonker has become as hard as clay.

His other motto is to keep them laughing as he pounds them into the ground. This has turned many of his old clown tricks into dangerous attacks. What may have been hilarious to a four-year-old, now brings other clay fighters to their knees.

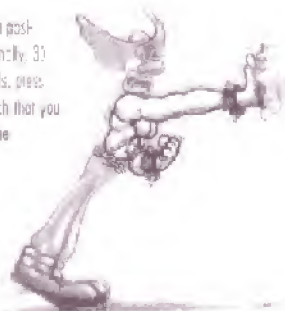
SPECIAL MOVES

Clay Cartwheel: Bonker has honed this previously non-threatening display of gymnastic ability into a fearful attack. 1) Pressing backwards in the defense position, charging for 2 seconds, then 2) Pressing towards as you push one of the punch buttons will spot Bonker flipping towards his opponent.



Flying Pie: Even though it is one of the oldest tricks in the book, Bonker can throw pie with an incredible amount of accuracy. These special pies contain a rotten filling which sickens other clay fighters. To throw the Flying Pie, you must follow the steps in the diagram in order:

1) Press Downwards into the crouch position, 2) Press down-towards, and finally, 3) Press towards. As you press towards, press one of the punch buttons. The punch that you use will affect the speed at which the Flying Pie will travel.



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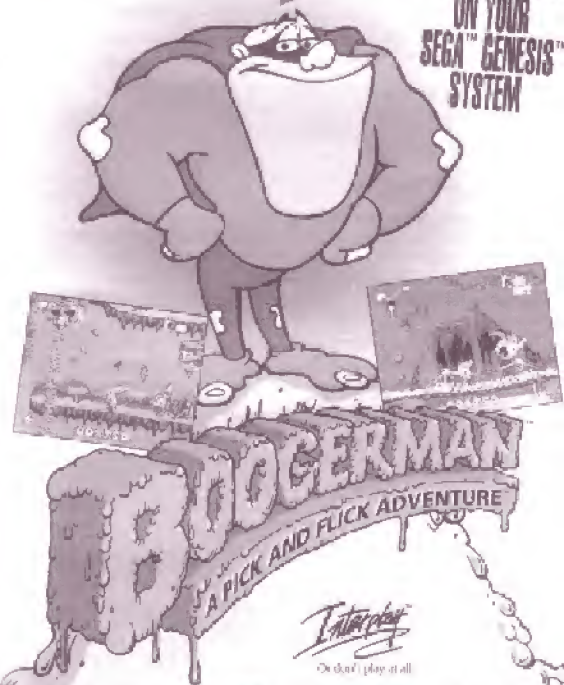
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He Thinks He's A Hero, But He's not!

COMING SOON
ON YOUR
SEGA™ GENESIS™
SYSTEM



On don't play at all



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Limited Warranty

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay Productions warrants to the original consumer purchaser of this Cartridge will be free from defects in material and workmanship for 90 days from the date of purchase. If the Cartridge is found defective within 90 days of original purchase, Interplay Productions agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the Cartridge originally provided by Interplay Productions and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. Interplay Productions disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Limited Lifetime Warranty

If the Cartridge should fail after the original 90-day warranty period has expired, you may return the Cartridge to Interplay Productions at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay Productions will mail a replacement to you. To receive a replacement, you should enclose the defective Cartridge (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Cartridges are not available the defective Cartridge will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back up in any Cartridge can only be warranted for a period of one year from the date of purchase.*

If you have a problem with your Cartridge, you may wish to call us first at (714) 553-6678. If your Cartridge is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Cartridge with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

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